

FIGURE 1

# HIERARCHICAL LEVEL

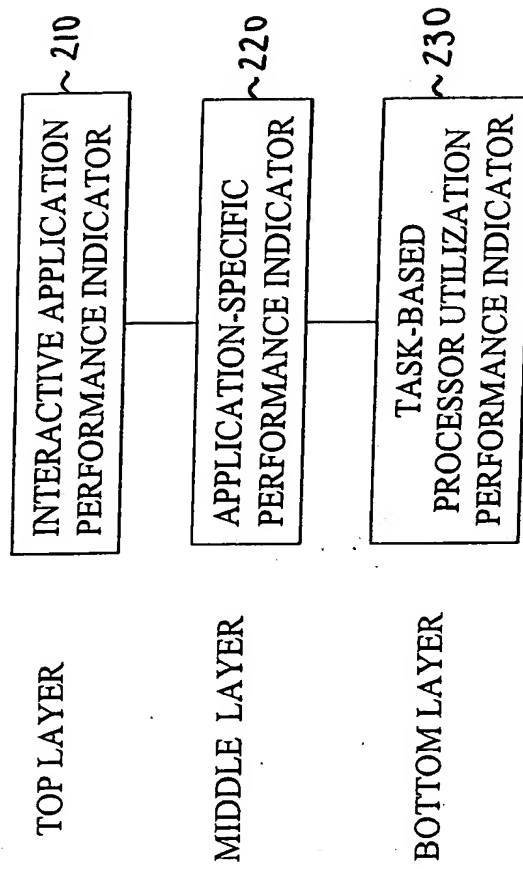


FIGURE 2

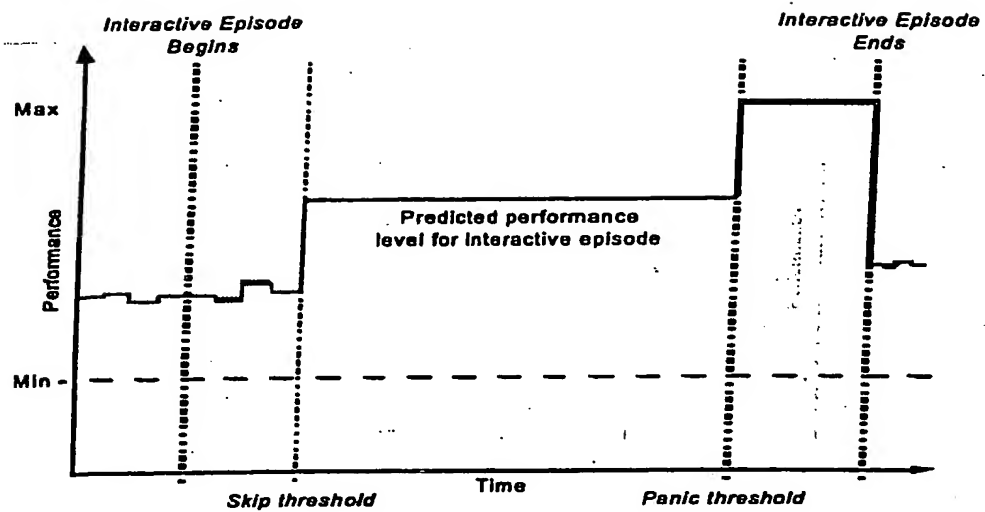


FIGURE 3

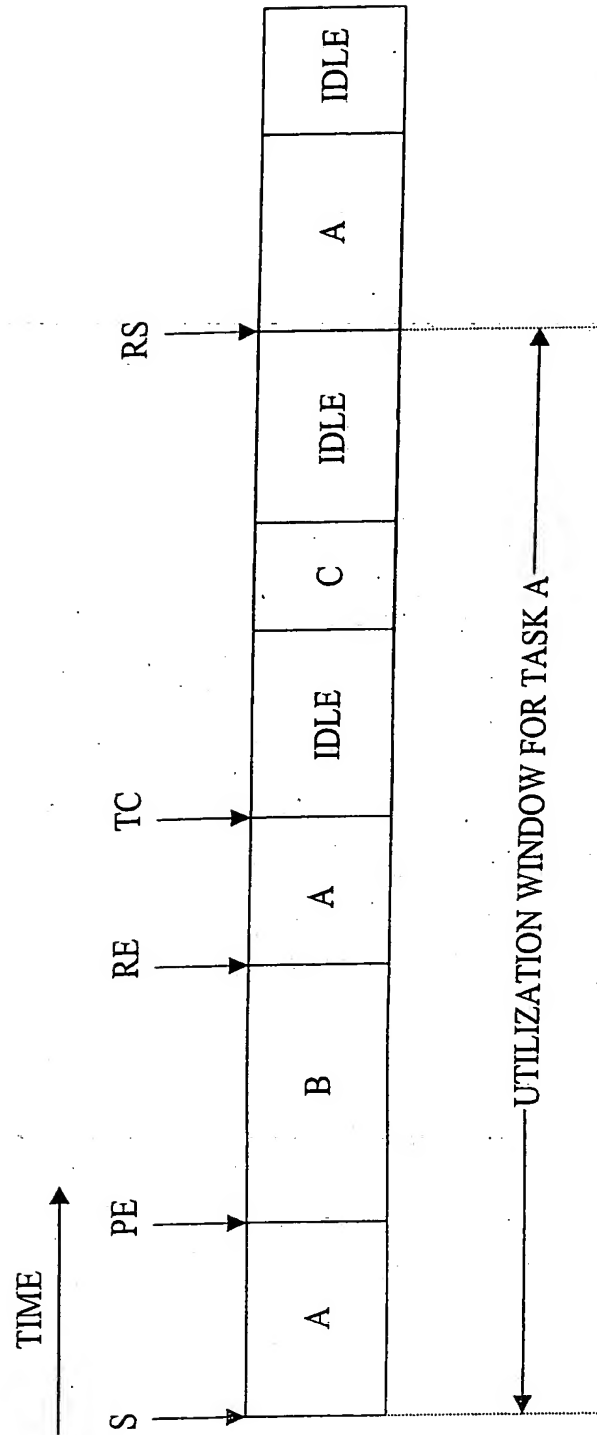


FIGURE 4

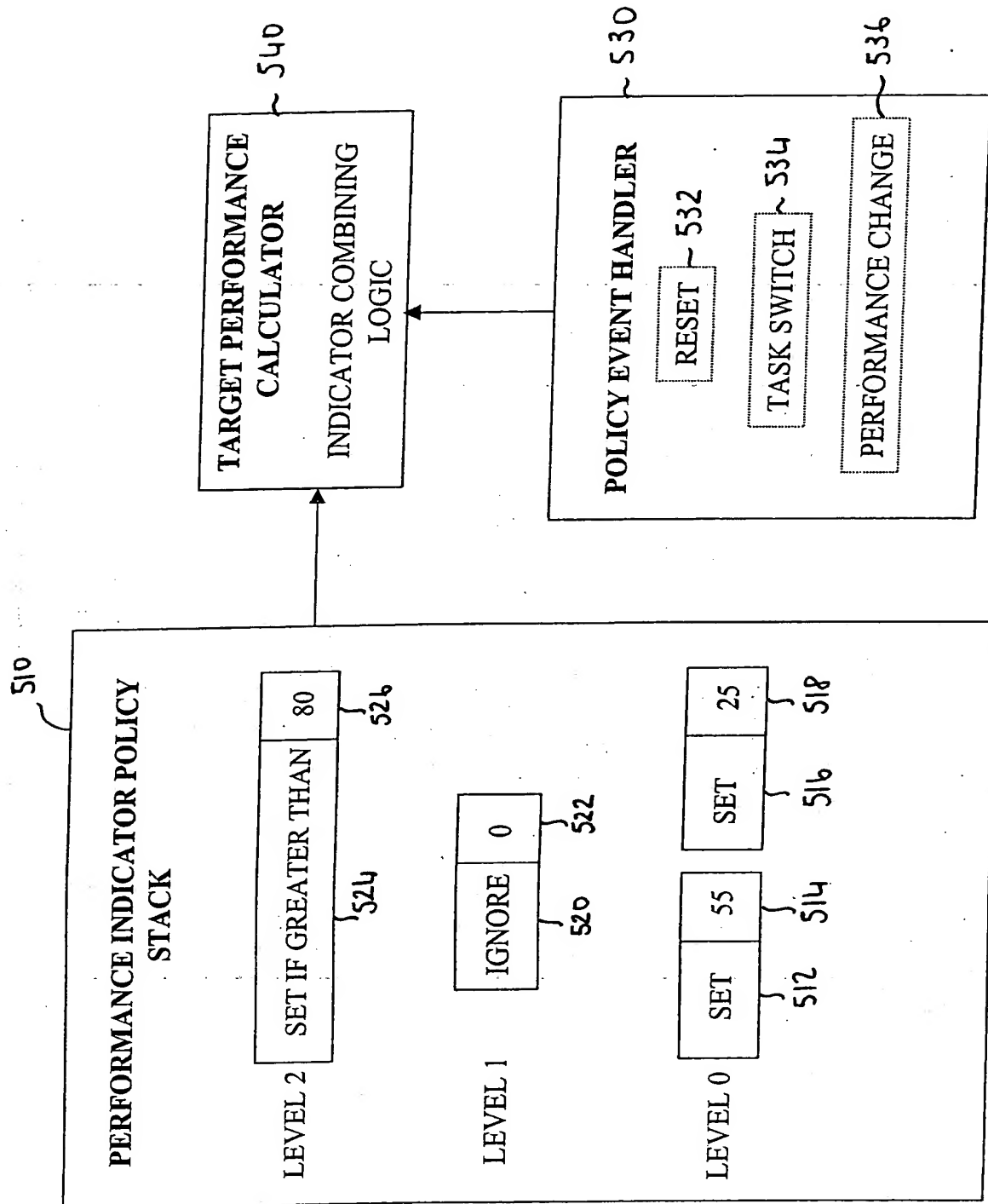


FIGURE 5

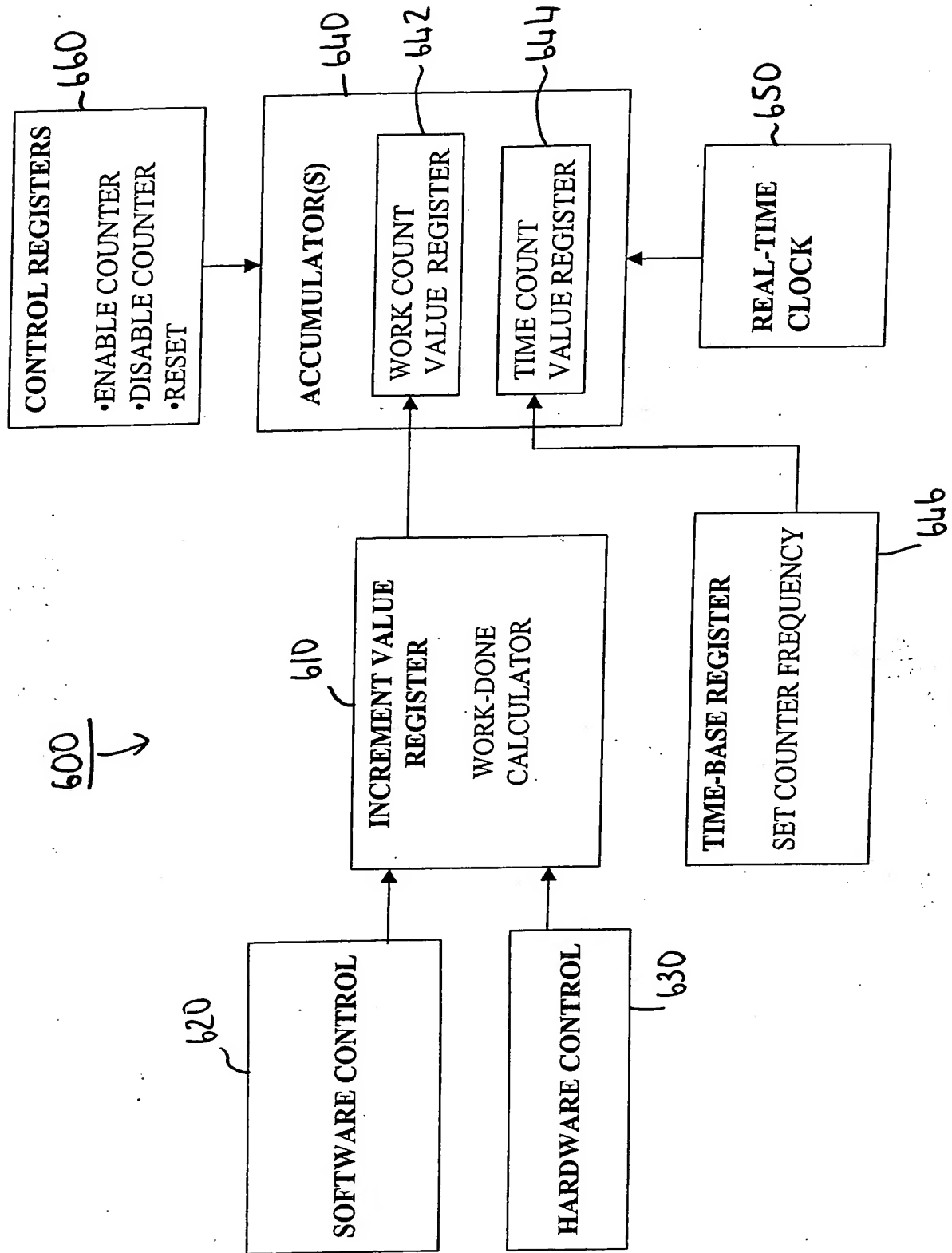


FIGURE 6

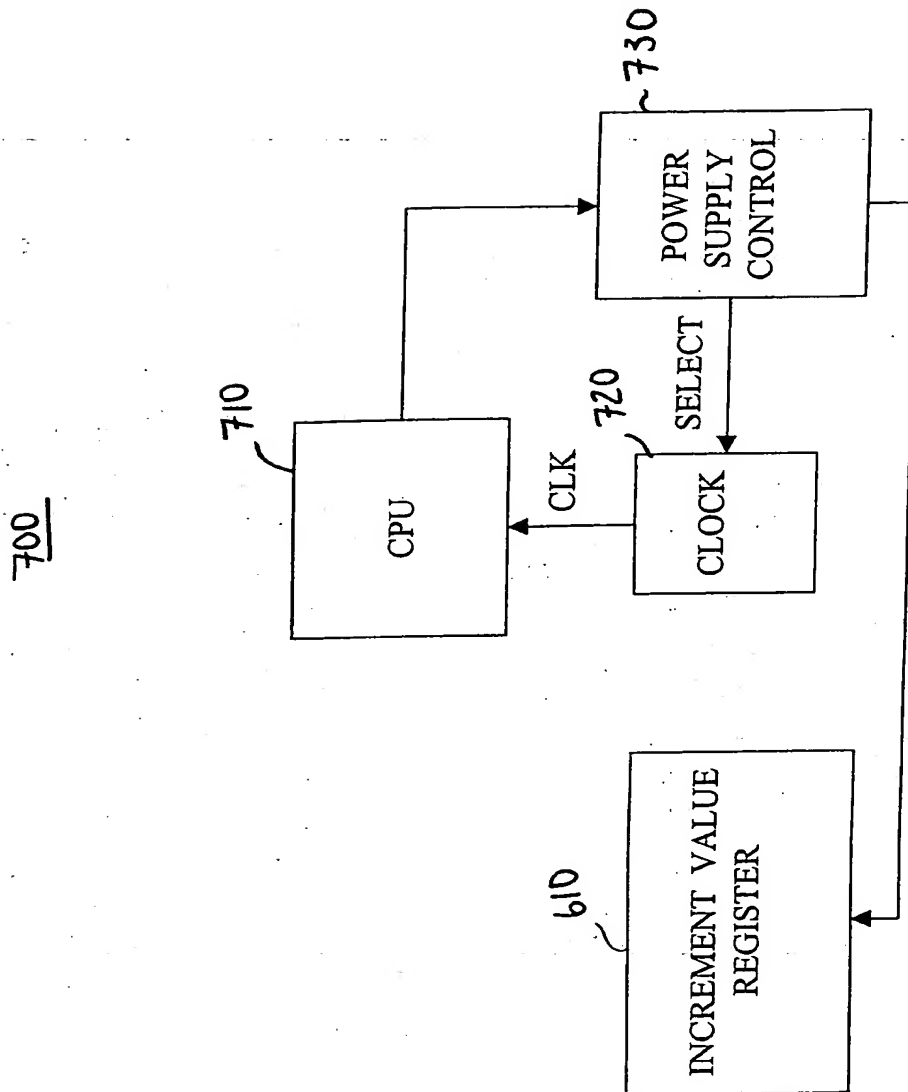


FIGURE 7

	Execution statistics			MPEG decode	
	Length (s)	Idle	Sleep	Ahead (s)	Exactly on time
Danse De Cable 320x160 +audio	247.1	54%	23%	148.10	6
Legendary 352x240 +audio	19.4	27%	4%	68.74	1012
LongRun Present Technique		33%	13%	7.20	19
Red's Nightmare 320x240	49.1	24%	7%	4.79	65
LongRun Present Technique		48%	36%	26.31	5
Red's Nightmare 480x360	49.3	32%	13%	16.53	74
LongRun Present Technique		22%	15%	12.48	87
Roadkill Turtle 304x240 +audio	121.3	18%	11%	8.17	139
LongRun Present Technique		46%	19%	64.93	5
Sentinel 320x240 +audio	35.6	25%	4%	33.34	237
LongRun Present Technique		28%	10%	11.05	80
SpecialOps 320x240 +audio	60.8	19%	5%	6.32	231
LongRun Present Technique		30%	11%	19.01	129
LongRun Present Technique		20%	5%	12.67	305

FIGURE 8

	LongRun					Present Technique					Mean performance reduction over LongRun
	Fraction of time at each performance level (Mhz)				Mean perf level	Fraction of time at each performance level (Mhz)				Mean perf level	
	300	400	500	600		300	400	500	600		
Danse De Cable	6%	19%	33%	54%	89%	51%	48%	0%	0%	59%	34%
Legendary	0%	3%	17%	79%	96%	0%	8%	88%	4%	82%	15%
Red's Nightmare small	11%	35%	35%	19%	80%	95%	2%	0%	3%	52%	35%
Red's Nightmare big	0%	5%	21%	74%	95%	0%	0%	90%	10%	85%	11%
Roadkill Turtle	3%	10%	23%	64%	92%	1%	97%	1%	0%	66%	28%
Sentinel	0%	0%	14%	86%	97%	0%	0%	93%	7%	84%	13%
SpecialOps	1%	2%	14%	83%	96%	0%	2%	93%	4%	83%	14%

FIGURE 9

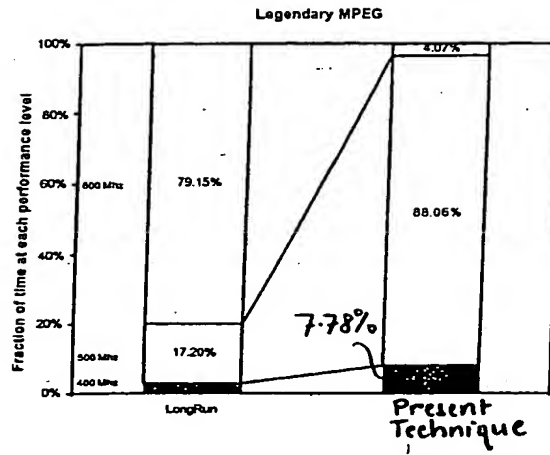


FIGURE 10A

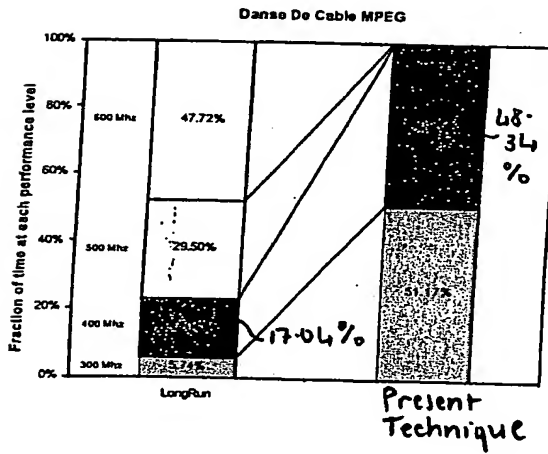


FIGURE 10B

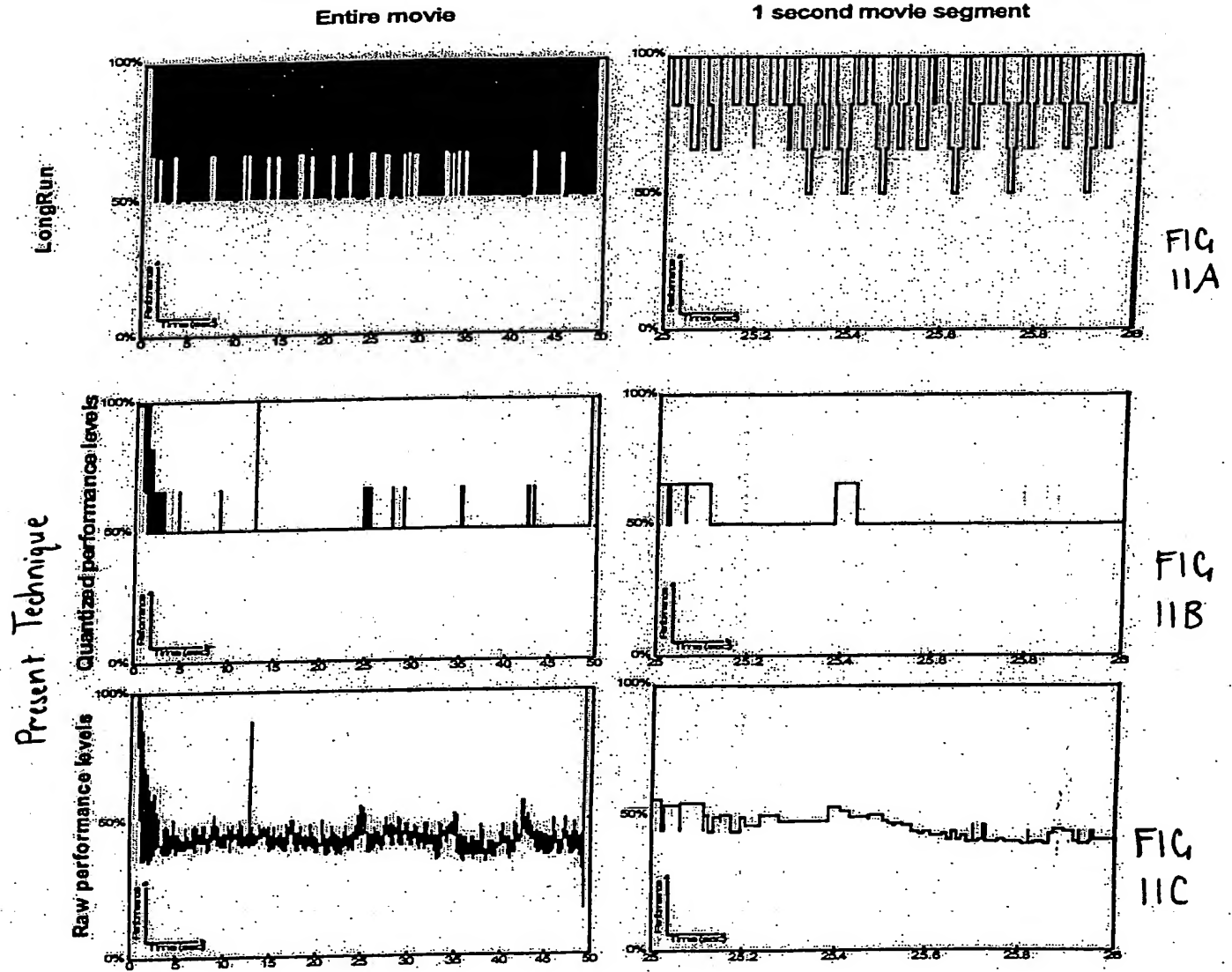


FIGURE 11



FIGURE 12A

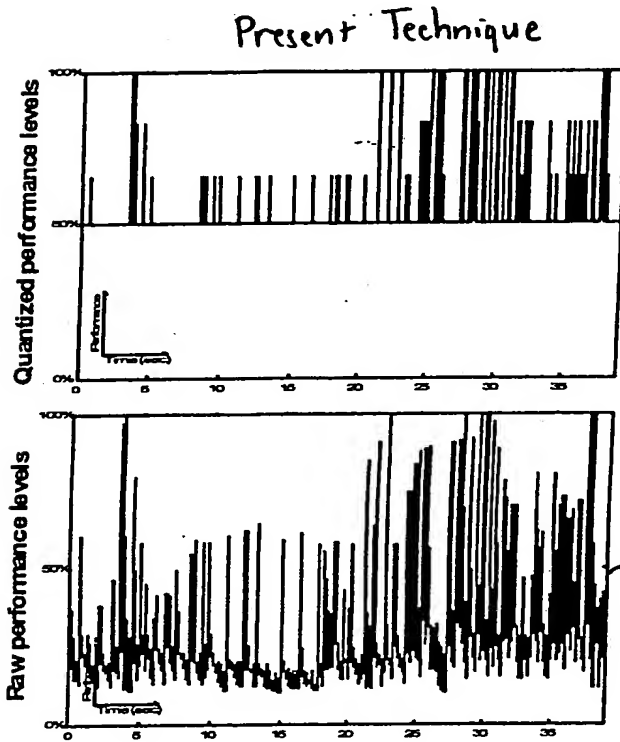


FIGURE 12B

FIGURE 12C

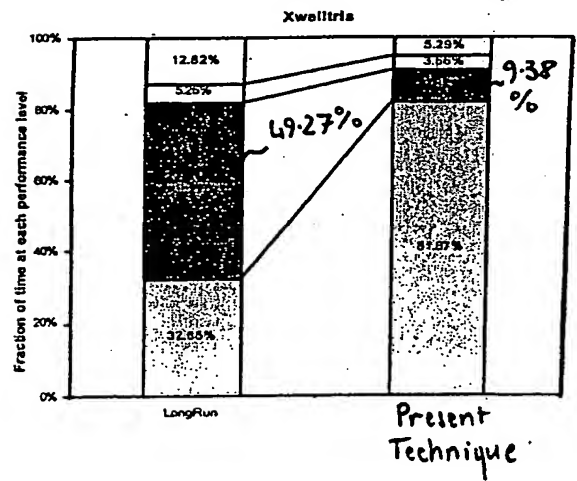
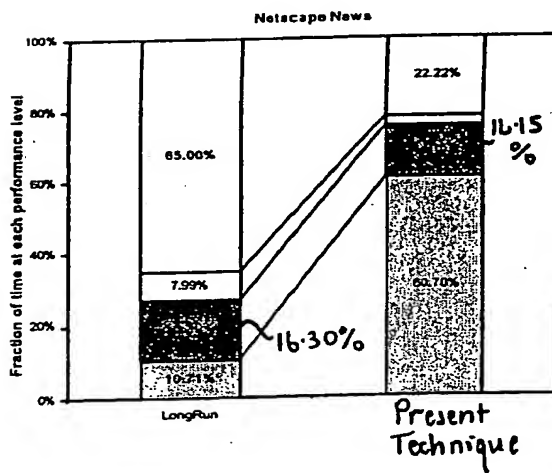
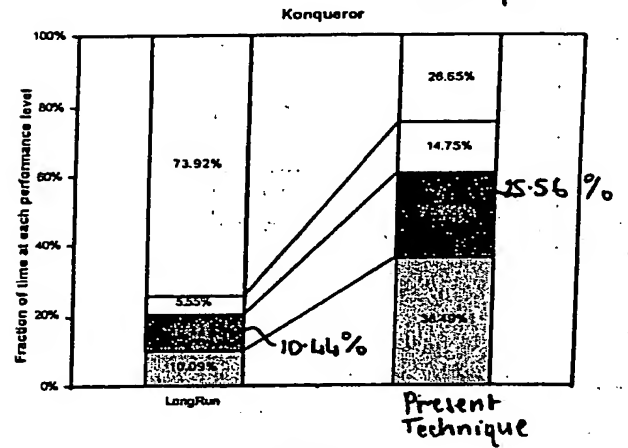
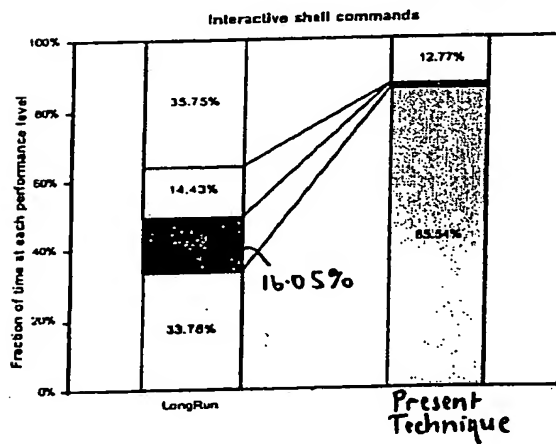
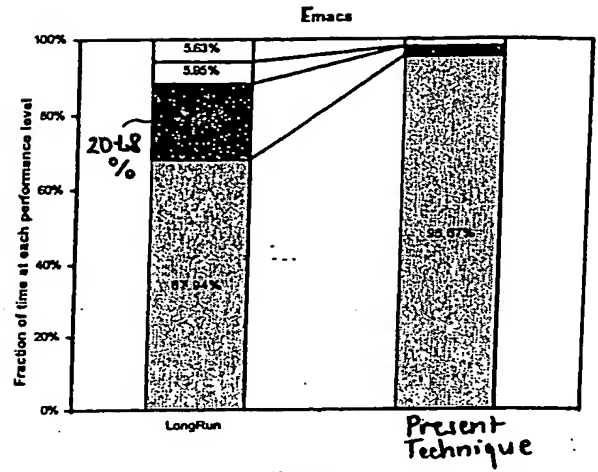
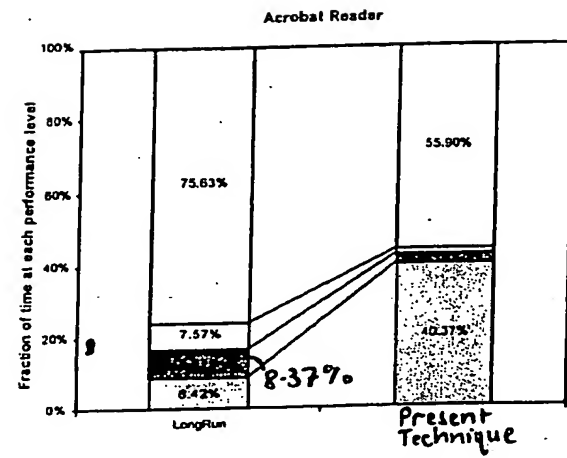


FIGURE 13